

ABSTRACT

A process for controlling sound producing produces predetermined sound according to a distance between a position for obtaining an invisible item and an operation character, to be computed by process for computing item distance, and outputs from sound output means. A process for obtaining invisible item executes a processing for obtaining invisible item for a corresponding operation character in such a state that the distance becomes a predetermined value or lower. Then, the perception of a player through hearing sense concerning acquisition of an item can be introduced as an element of the game. So, the player can search the item with assistance of predetermined sound produced, thereby increasing a fun of the game.